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Nintendo

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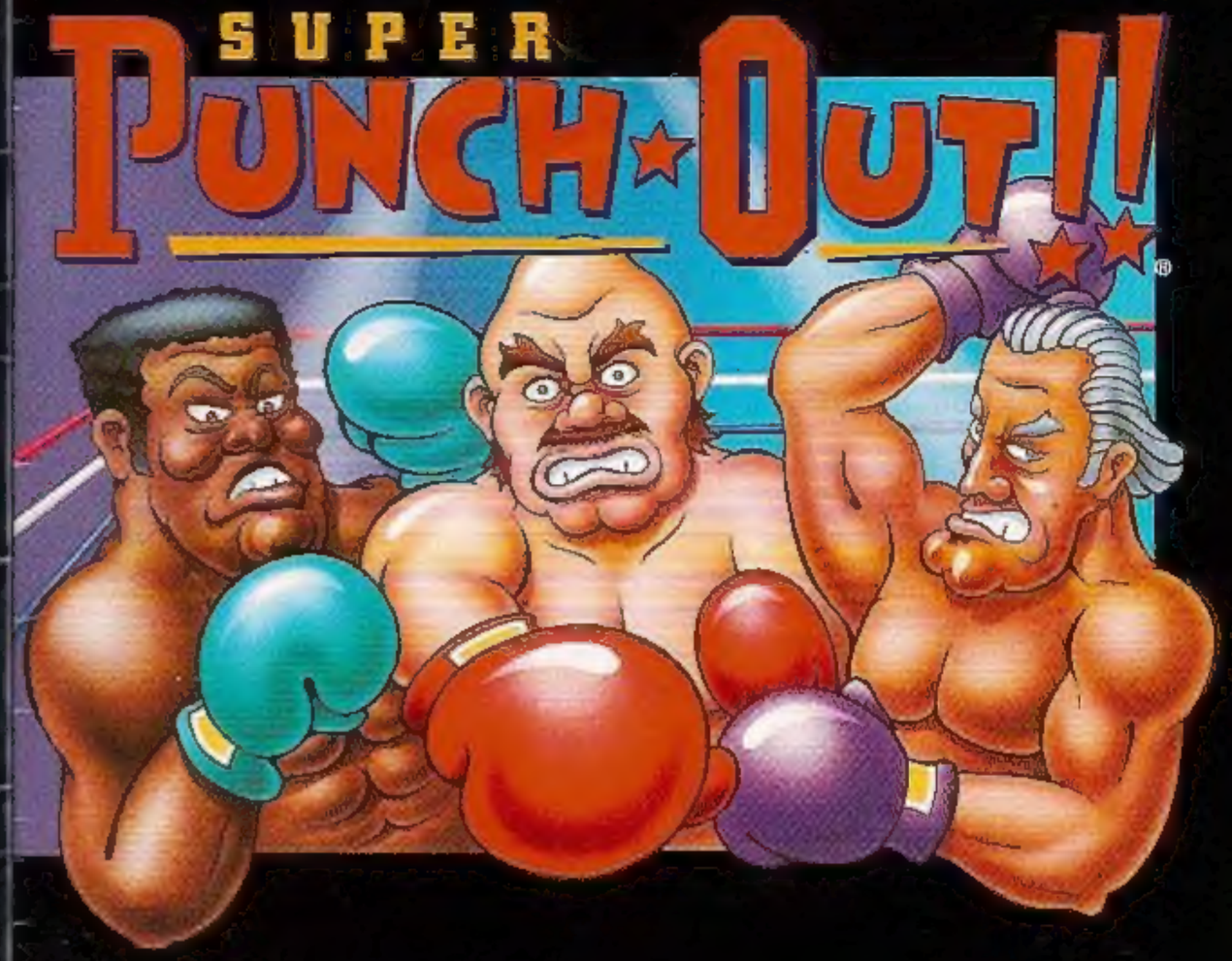
SUPER PUNCH-OUT!!®



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

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This official seal is your assurance that Nintendo has reviewed this product and it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the Super Punch Out!!® Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Keep this instruction booklet and warranty in a safe place for future reference.

This Game Pak has a battery backup function to record the progress of the game.

WARNING: If the POWER switch is switched ON and OFF repeatedly, saved data could be deleted.

Nintendo

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Masked Muscle	Mr. Sandman
Aran Ryan	Heike Kagero
Mad Clown	Super Macho Man
Narcis Prince	Hoy Quarlow
Rick Bruiser	Nick Bruiser

Vimm's Lair

STARTING THE GAME

Insert the Game Pak into the Super Nintendo Entertainment System Control Deck and turn the POWER switch to the ON position. When the title screen appears, press the START Button to begin. If you do not press START, an instructional demo will begin. Press START at any time to return to the title screen.

When the MENU SELECT Screen appears, use the +Control Pad to make your selection, then press the START Button to continue.

MENU SELECT

NEW *When playing the game for the first time, or when starting a new player, select this option.*

CONTINUE *To continue a previous game, select this option to progress to the FILE SELECT Screen.*

DATA CLEAR *To delete a saved game file or all save files, select this option.*

When a file is deleted (FILE KILL option), the data saved in the BEST RECORD will become a default name. If you want to delete all the data, you must select ALL CLEAR.

MODE SELECT

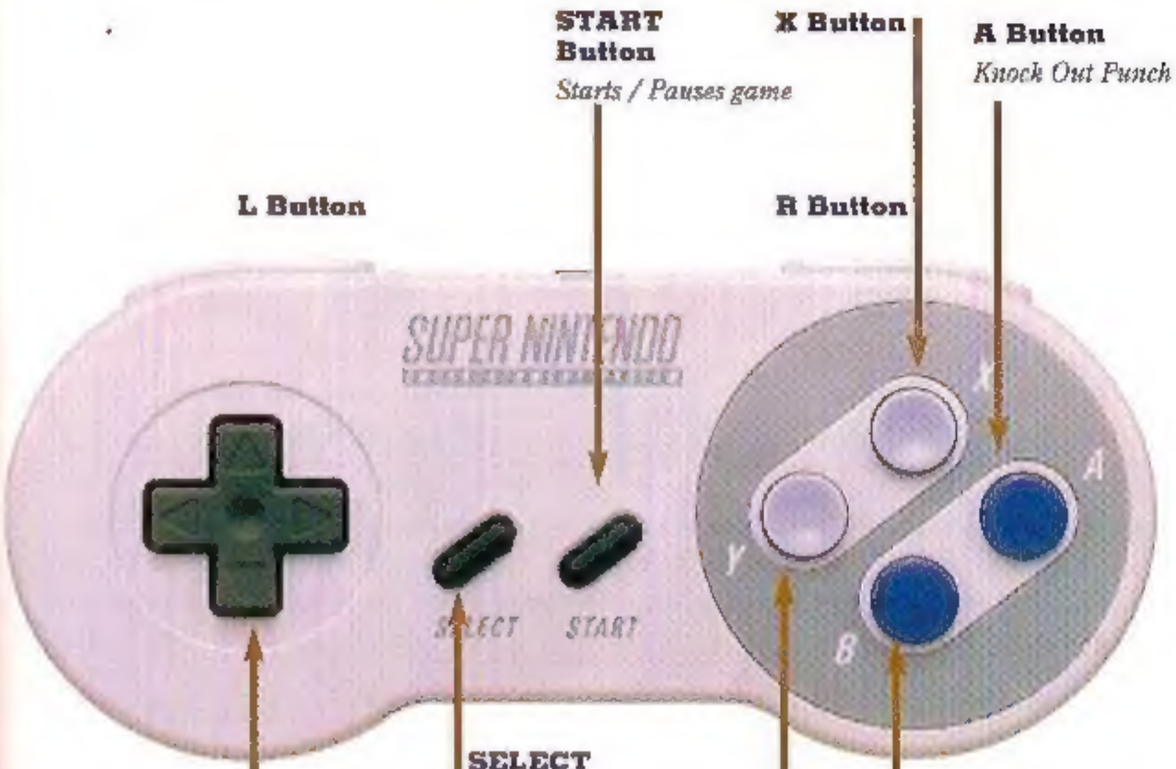
CHAMPIONSHIP MODE *This is the main mode of the game. You progress through the four circuits one after the other. NOTE: Unless your record is 4-0 in the first three circuits, you cannot play the SPECIAL CIRCUIT (the last circuit). You can retry a circuit as many times as you want until you achieve a perfect record (four wins, zero losses).*

TIME ATTACK MODE *Select the opponent of your choice to try to improve your time record. You may only select opponents from the circuits you have already cleared in the Championship Mode.*

RECORDS VIEW MODE *Best Times for each opponent, Best Scores for each circuit and Personal Records (listing your best records) will be saved and can be viewed in this mode.*

BUTTON SETTING MODE *You can customize the punch buttons to your liking.*

CONTROLLER FUNCTIONS



START Button
Starts / Pauses game

X Button

A Button
Knock Out Punch

L Button

R Button

SELECT Button

Y Button
Left Punch

B Button
Right Punch

+Control Pad

↑ *Guard Up/Direct Punch At Head*

← *Dodge Left*

○ *Lower Guard/Direct Punch At Body*

→ *Dodge Right*

↓ *Duck*

While pressing the Y, B or A Buttons, use the +Control Pad to direct the punch to the head or body in addition to the direction that the Button is assigned.

Vimm's Lair

DEFENSE

GUARDING

To protect yourself from the opponent's punch with your gloves

RAISE GUARD
Press ↑ on the +Control Pad.

LOWER GUARD
Do not press any direction on the +Control pad.

There are two kinds of attacks your opponent will use: blows to the head and blows to the body. Blows to your head can be blocked by a raised guard. Body blows can be blocked by a lowered guard. However, strong punches such as uppercuts cannot be blocked. Dodge (see below) or duck to cope with this type of attack.

Depending on your opponent, you may need to guard yourself at all times.

DODGING

To avoid your opponent's punch by moving your body left and right

DODGE LEFT
Press ← on the +Control Pad.

DODGE RIGHT
Press → on the +Control Pad.

If you continue pressing ← or → on the +Control Pad, you will continue dodging for a longer time than if you only press and release. If you press the opposite direction, you return to center position.

While dodging, you cannot punch.

DUCKING

To avoid your opponent's punch at your head by ducking your body.

DUCK
Press ↓ on the +Control Pad.

Like dodging, you can continue ducking for a long period if you do not release the key. Press ↑ on the +Control Pad to return to the neutral position.

You cannot duck a Body Blow.

While ducking, you cannot punch.

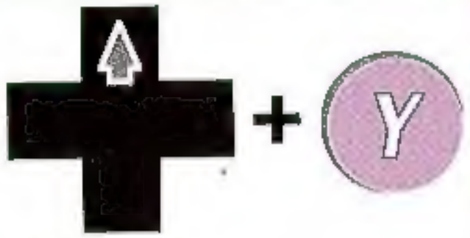
NOTE: Depending on your opponent, dodging may not be effective. Ducking out of the way might be the only effective defense. To avoid your opponent's punch, effectively block, dodge or duck depending on the situation.

Vinnie's Lair

OFFENSE

NORMAL PUNCH

There are four kinds of punches. Each of them uses combinations of the left and right punch buttons and the +Control Pad.

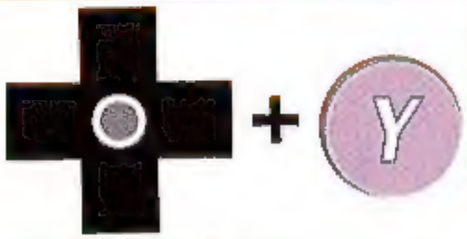


LEFT JAB

Press ↑ and the Y Button to direct a punch from your left glove to your opponent's face.

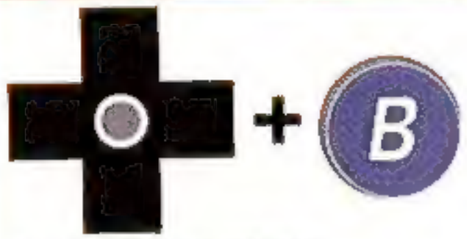
RIGHT JAB

Press ↑ and the B Button to direct a punch from your right glove to your opponent's face.



LEFT BODY BLOW

Do not press any direction and the Y Button to direct a punch from your left glove to your opponent's body.

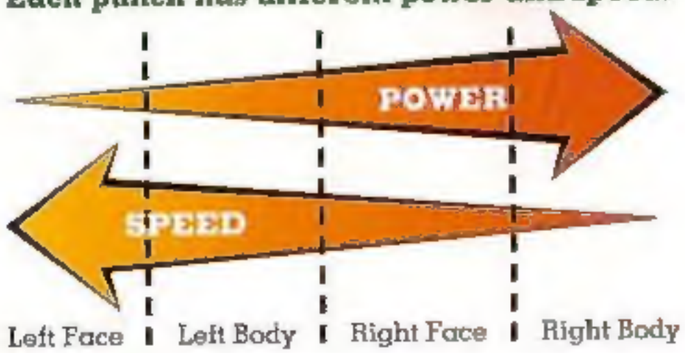


RIGHT BODY BLOW

Do not press any direction and the B Button to direct a punch from your right glove to your opponent's body.

Your opponent can usually block your punch, unless you aim where his gloves are not.

Each punch has different power and speed.



During Power-Up (See page 9), your gloves will flash and the speed of your punches will increase.

Depending on your opponent's current stance and how his guard is held, only a left or right punch aimed at the head or body can hit him. Watch your opponent closely and use the correct punch.

S

KNOCK OUT PUNCH

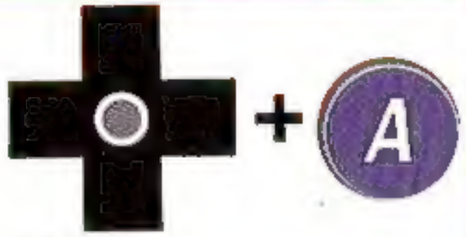
When the (S mark) flashes, you can use any of the four powerful Knock Out Punches by combining the Knock Out Punch Button and the +Control Pad.

UPPERCUT

Press ↑ and the A Button to direct a KO punch to the head.

RAPID UPPERCUT

Press ↑ and the A Button twice to begin rapid punching to the head.



HOOK

Do not press any direction and the A Button to direct a KO punch to body.

RAPID HOOK

Do not press any direction and the A Button twice to begin rapid punching to the body.

When a normal punch (Jab or Body Blow) hits the opponent, the Power Meter at the bottom of the screen will increase. When the Power Meter is full, the S mark will begin flashing. Only then can you use a Knock Out punch.

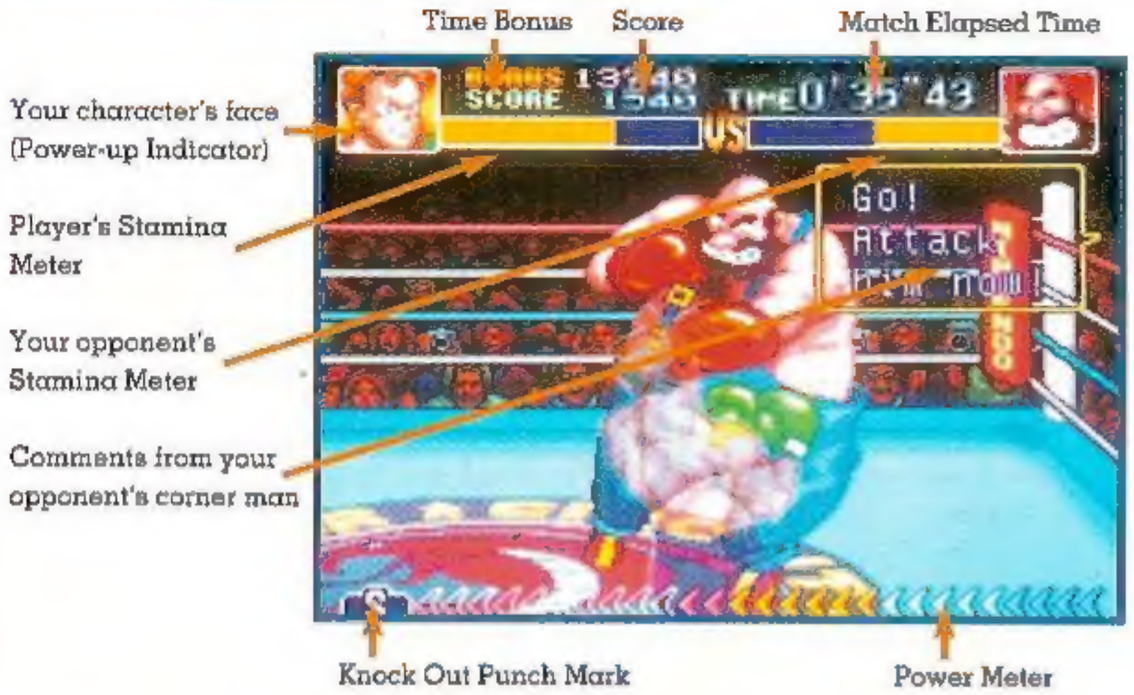
When you are hit by your opponent's punch, your Power Meter decreases and you become unable to use a Knock Out punch.

Knock Out punches have a slight delay. However, they are a powerful enough to penetrate your opponent's guard.

If you quickly press the A Button (Knock Out Punch Button) twice, you can use the Rapid Punch (turbo Knock Out Punches!). This attack has less power than a normal Knock Out Punch, but you can continuously hammer on your opponent at high speed until they can either block your punches or dodge.

During Power-Up, Knock Out Punches also will increase in power.

THE GAME PLAY SCREEN



TIME BONUS

This will decrease rapidly as time progresses. (The initial value differs depending on the circuit.)

SCORE

This increases with each connecting punch or when your opponent is knocked down. After the match, the Score Calculation Screen displays what type and how many of your punches hit your opponent. You will earn an extra continue for every 50,000 points.

ELAPSED TIME

The match starts at 0'00"00 and finishes at 3'00"00. After three minutes have passed, the match is automatically over. If you have not won when the time is over, your opponent automatically wins. You cannot win by judgment.

CORNER MAN'S COMMENTS

Your opponent's corner man will occasionally call out instructions or encouraging words. These are special instructions for your opponent. When these are displayed, your opponent will act according to the instruction. You have no corner man calling out instructions and must fight on your own.

STAMINA METERS

These display your stamina and your opponent's stamina. When hit by a punch, your stamina decreases. When you hit your opponent, you regain a little stamina. When you have no stamina (the meter is all blue), you will fall down.

The stamina your opponent regains after being knocked down depends on how fast you knocked him down and how much damage you have received. A quick knockdown will cause your opponent to recover less stamina. This is true for yourself as well.

When you are knocked down, if you keep pressing buttons (except the SELECT and START Buttons), you will stand up more quickly and will regain a little more stamina.

While your opponent is knocked down, if you keep pressing the buttons (except the SELECT and START Buttons), you will regain some stamina.

When you knock down your opponent using a Knock Out Punch, your opponent will regain less stamina when he stands up.

POWER METER & KNOCK OUT PUNCH MARK

When you hit your opponent, your Power Meter increases. If you are hit by your opponent's punch, your Power Meter will decrease. If you are knocked down, it will empty.

When the Power Meter is at maximum, the Knock Out Punch Mark will start flashing and you can use a Knock Out Punch.

POWER-UP

To use a Knock Out Punch, your Power Meter must be at maximum.

Your power builds as the time passes. As it does, the background color behind the face at the upper left corner of the screen turns from blue to green to yellow and finally to red. When the power is at maximum, the background will begin flashing. While flashing, you are in the Power-Up condition. While Powered-Up, your normal punches have more speed and Knock Out Punches have more power. During Power-Up, your gloves will also flash.

When your power is at maximum it will remain that way even if knocked down. However, if knocked down after Powering-Up, your power will be lost.

In the default setting, Power-Up begins automatically when your power is at maximum and you throw a punch. You can change the setting from Auto to Manual in the Button Setting Mode. Manual Power-Up lets you choose when to start Power-Up with the push of a button when your power is full (when the background is flashing).

Vinn's Lair

★ RULES & ADVICE ★

NINTENDO VIDEO BOXING ASSOCIATION RULES

- *Matches are three minutes in length.*
- *If a fighter is knocked down and cannot stand up before the count of ten, it is a Knock Out (KO).*
- *If a fighter is knocked down three times in one match, it will be ruled a Technical Knock Out (TKO), and the other fighter will win.*
- *If neither fighter is knocked out before time expires, the match is over and the challenger automatically loses.*
- *There are no illegal moves or punches.*
- *If you lose, you can rematch as many times as you have continues left. You will earn an extra continue every 50,000, 100,000, 150,000 and 500,000 points. Once out of continues, you must re-challenge all boxers in your current circuit.*

ADVICE (HOW TO WIN THE MATCH)

It isn't effective to throw punches without thinking, especially when fighting with the higher ranked fighters. Look for ways to score a knock out while losing as little energy as possible.

Watch your opponent's movements closely. Most opponents will telegraph their intentions before attacking.

Dodge & Punch and Duck & Punch are the most basic combinations. Try to avoid your opponent's punch and quickly throw a punch of your own. If your timing is perfect, your punch will often cause your opponent to become dizzy and drop his guard. This is the best chance to use punch combinations.

Try to minimize the damage you receive. Try to build up your Power Meter and keep it at maximum so that you can use a Knock Out Punch at any time.

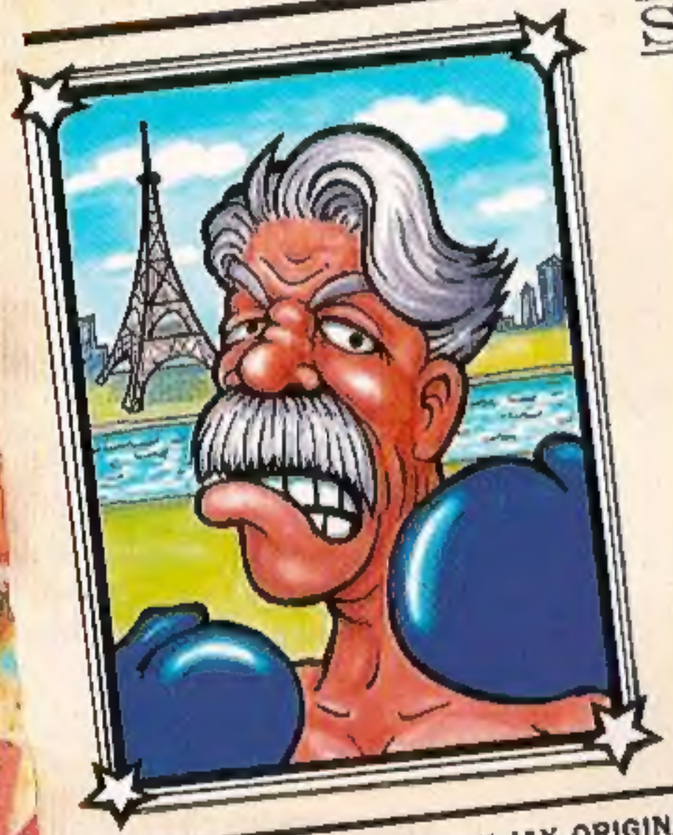
Do not be careless after you knock down your opponent. When your opponent stands up, he might come at you with a special attack.

Although you should be paying attention at all the times during the match, be extra careful when instructions are called out from the opponent's corner man. The comments are different for each fighter. There are mainly two types of instructions, one is about how to fight, the other is about specific attacks. Some corner men will call out more than one instruction for their fighter. (However, no more than one instruction is displayed at a time.)

Try to fight with purpose, not by chance. When your opponent is knocked down in an unexpected way, or when your punch hits your opponent with unexpected timing, try the same attack many times again. You might find a pattern that will severely damage your opponent.

WVBA MINOR CIRCUIT

GABBY JAY



STATS

RANKED
#3

FROM
PARIS
FRANCE

AGE
56

WEIGHT
110 lbs.

RECORD
1-99

BORN IN PARIS, GABBY JAY ORIGINALLY WAS A WAITER AT A SMALL CAFE NEAR THE EIFFEL TOWER. HOWEVER, ONE DAY SOMETHING SNAPPED AND HE FELT THE NEED TO BECOME A PROFESSIONAL BOXER. AFTER GRADUATING FROM THE GLASS JOE BOXING SCHOOL (BY KO'ING GLASS JOE — HIS ONE WIN) HE ENTERED THE PROFESSIONAL CIRCUIT.

WVBA MINOR CIRCUIT

BEAR HUGGER

STATS

RANKED
#2

FROM
SASKATOON
SASKATCHEWAN
CANADA

AGE
32

WEIGHT
440 lbs.

RECORD
17-12

ORIGINALLY A CARPENTER, BEAR HUGGER GREW UP BEATING UP ON ALL THE ANIMALS IN THE FOREST. HIS FAVORITE HOWEVER WAS HIS PET GRIZZLY BEAR. THE BEAR WAS HIS CLOSEST RIVAL UNTIL LEAVING SASKATOON TO BEGIN HIS PRO CAREER. BEAR HUGGER WILL BE HAPPY TO TEACH YOU THE NECESSITY OF DUCKING.

WVBA MINOR CIRCUIT

★ PISTON HURRICANE ★

STATS

RANKED

#1

FROM

HAVANA

CUBA

AGE

25

WEIGHT

170 lbs.

RECORD

21-10

AFTER LOSING HIS HOME DURING A TERRIBLE STORM, PISTON HURRICANE HIT THE STREETS OF HAVANA. WHEN THE OPPORTUNITY TO TURN PRO CAME ALONG, HE WAS GONE LIKE THE WIND. LEARNING TO BLOCK YOUR OPPONENT'S PUNCHES IS YOUR KEY TO SUCCESS WITH HIM.

WVBA MINOR CIRCUIT

★ BALD BULL ★

STATS

RANKED

CHAMP

FROM

ISTANBUL

TURKEY

AGE

36

WEIGHT

240 lbs.

RECORD

34-19

AS MINOR CIRCUIT CHAMPION, BALD BULL HAS HAD A LONG AND ILLUSTRIOUS CAREER. HIS INFAMOUS BULL CHARGE CAN BE DEVASTATING, DON'T BLOW YOUR CHANCE TO STOP IT.

Vinnie's Lair

WVBA MAJOR CIRCUIT

BOB CHARLIE

STATS

RANKED
#3

FROM
KINGSTON
JAMAICA

AGE
26

WEIGHT
140 lbs.

RECORD
24-13

THOUGHT TO BE BOXING UNDER AN ASSUMED NAME, BOB CHARLIE LIKES TO SHOW OFF AS HE BOXES. BEFORE LEAVING JAMAICA, HE WAS CROWNED THE JIVE KING OF KINGSTON.

WVBA MAJOR CIRCUIT

DRAGON CHAN

STATS

RANKED
#2

FROM
HONG
KONG

AGE
22

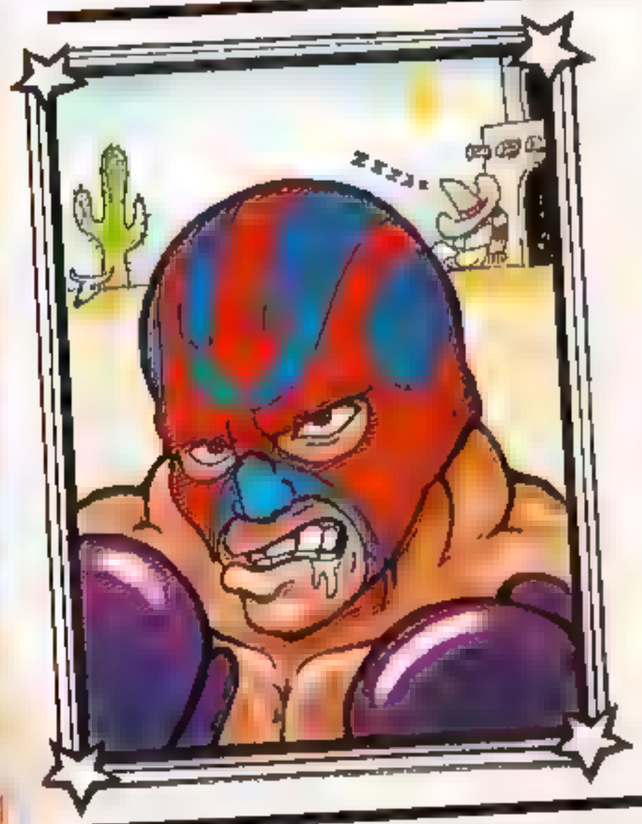
WEIGHT
130 lbs.

RECORD
15-7

TRAINED AS A KICK BOXER, DRAGON CHAN IS NOT AFRAID TO USE ANY TYPE OF OFFENSE HE KNOWS. HIS CORNER MAN REFUSES TO SPEAK IN ANYTHING BUT HIS NATIVE TONGUE. WHAT CAN HE BE SAYING?

WVBA MAJOR CIRCUIT

MASKED MUSCLE



STATS

RANKED
#1

FROM
MEXICO CITY
MEXICO

AGE
29

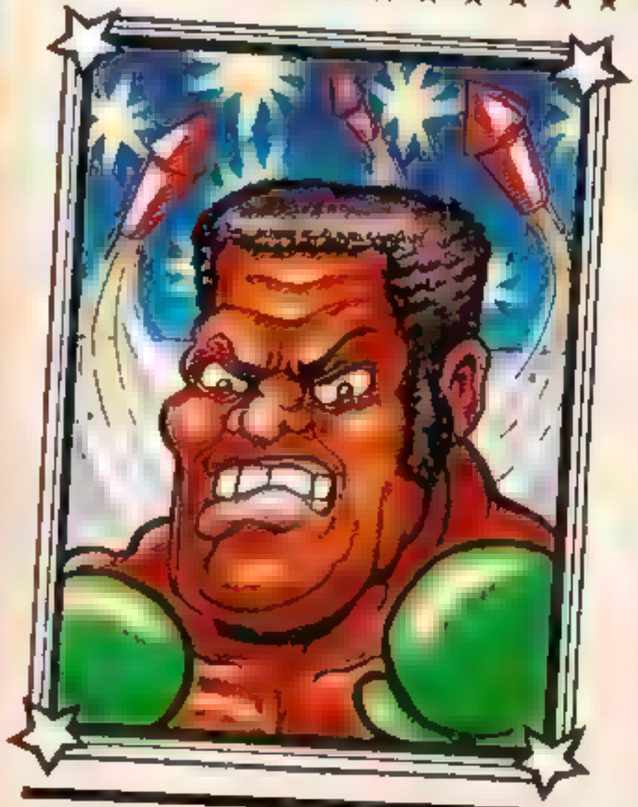
WEIGHT
240 lbs.

RECORD
19-5

AFTER BEING BANNED FROM PROFESSIONAL WRESTLING FOR SPITTING AN UNKNOWN SUBSTANCE AT HIS OPPONENTS THAT CAUSED THEM TO BECOME DISORIENTED, MASKED MUSCLE EARNED THE DUBIOUS TITLES OF AMIGO TO NONE AND CROWN PRINCE OF THE CHEAP SHOT.

WVBA MAJOR CIRCUIT

MR. SANDMAN



STATS

RANKED
CHAMP

FROM
NEW YORK, NY
U.S.A.

AGE
30

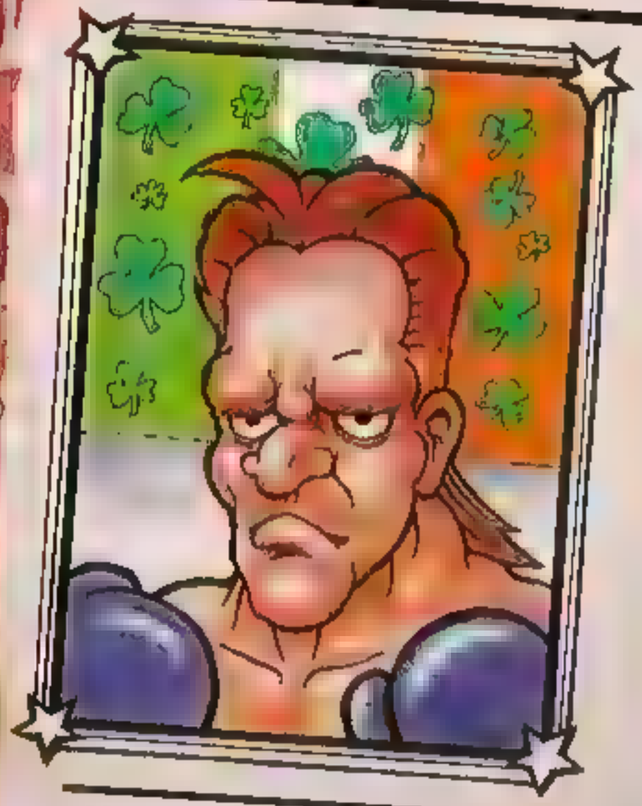
WEIGHT
270 lbs.

RECORD
28-4

WITH HIS POWERFUL PUNCHES AND EVEN TEMPER, MR. SANDMAN, CONFIDENTLY REIGNS AS CHAMPION OF THE WVBA MAJOR CIRCUIT. OFTEN IN THE HABIT OF HOLDING BACK, HE WAITS UNTIL HE'S IN DANGER OF LOSING A MATCH BEFORE UNLEASHING HIS FULL ARSENAL OF PUNCHES. WHEN HE DOES THOUGH, IT JUST MAY BE "LIGHTS OUT".

WVBA WORLD CIRCUIT

ARAN RYAN



STATS

RANKED
#3

FROM
DUBLIN
IRELAND

AGE
23

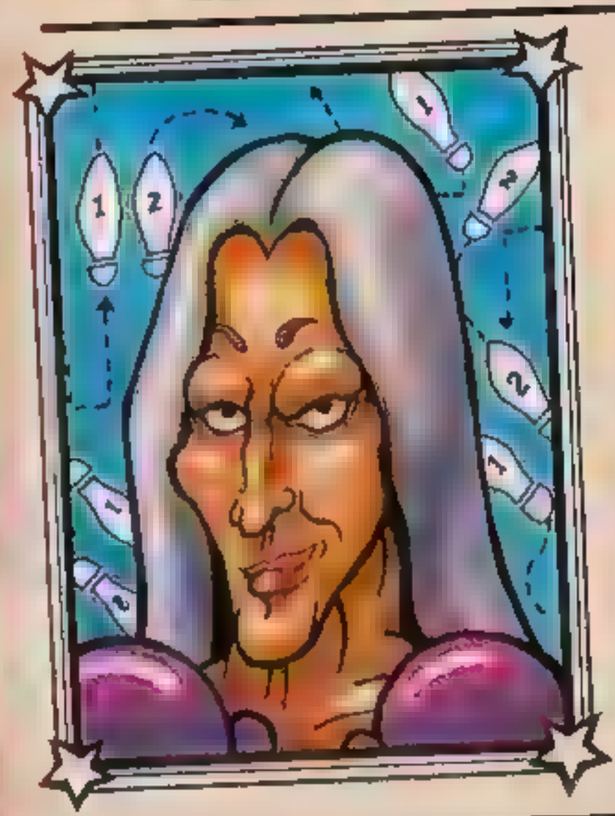
WEIGHT
160 lbs.

RECORD
18-10

ARAN'S MOTHER INSISTED UPON SPELLING HIS NAME IN AN UNTRADITIONAL FASHION. FROM THE TIME HE ENTERED SCHOOL AND ALL HIS CLASSMATES LEARNED OF THIS, HE WAS SUBJECT TO ENDLESS TEASING. UNWILLING TO TAKE IT, ESPECIALLY WHEN MENTION WAS MADE OF HIS MOTHER, HE GREW UP TO BE THE UNRELENTING SCRAPPER HE IS TODAY.

WVBA WORLD CIRCUIT

HEIKE KAGERO



STATS

RANKED
#2

FROM
OSAKA
JAPAN

AGE
19

WEIGHT
120 lbs.

RECORD
14-8

AFTER BEING TRAINED AS A YOUTH IN NIHON BUYO (A FORM OF JAPANESE BALLET), HEIKE KAGERO LEARNED TO BOX TO DEFEND HIMSELF. HE IS NOT AFRAID TO USE HIS QUICK SPEED AND DANCE MOVES WHILE BOXING.

Vimin's Lab

WVBA WORLD CIRCUIT

MAD CLOWN

STATS

RANKED

#1

FROM

MILAN

ITALY

AGE

27

WEIGHT

370 lbs.

RECORD

17-9

ORIGINALLY AN OPERA SINGER, MAD CLOWN JOINED THE CIRCUS AFTER SUFFERING A NERVOUS BREAKDOWN. AFTER TIRING OF THE NIGHTLY PERFORMANCES OF JUGGLING AND ATTEMPTING TO DRIVE A CAR THAT WAS MUCH TOO SMALL FOR HIM, HE TURNED TO BOXING.

WVBA WORLD CIRCUIT

SUPER MACHO MAN

STATS

RANKED

CHAMP

FROM

LOS ANGELES, CA

U.S.A.

AGE

28

WEIGHT

230 lbs.

RECORD

29-3

THE CHAMPION OF THE WVBA WORLD CIRCUIT DESCRIBES HIMSELF AS A MERE TWO HUNDRED AND THIRTY POUNDS OF LEAN, MEAN, FIGHTING MACHINE. WHEN NOT BOXING, SUPER MACHO MAN CAN BE FOUND TRAINING ON THE BEACH AT VENICE.

WVBA SPECIAL CIRCUIT

NARCIS PRINCE

STATS

RANKED
#3

FROM
LONDON
ENGLAND • U K

AGE
20

WEIGHT
150 lbs.

RECORD
12-3

NARCIS PRINCE PROUDLY WEARS HIS SWEATER MARKED WITH A LARGE "V" FOR THE VICTORY HE IS SURE WILL BE HIS AFTER BOXING IN HIS NEXT MATCH.

WVBA SPECIAL CIRCUIT

HOY QUARLOW

STATS

RANKED
#2

FROM
BEIJING
CHINA

AGE
78

WEIGHT
100 lbs.

RECORD
62-13

ALTHOUGH HE MAY HOBBLE TO THE RING WITH THE AID OF HIS CANE, DO NOT JUDGE LIGHTLY THE ABILITIES OF THE OLD MAN FROM BEIJING. DURING HIS MANY YEARS OF BOXING, HE HAS LEARNED ALL THE TRICKS AND IS NOT AFRAID TO USE THEM.

WVBA SPECIAL CIRCUIT

RICK BRUISER

STATS

RANKED

#1

FROM

UNKNOWN

AGE

Unknown

WEIGHT

210 lbs.

RECORD

41-1

RICK, ONE OF THE BRUISER BROTHERS, HAS WON EVERY BOXING MATCH HE HAS EVER BEEN KNOWN TO FIGHT IN SAVE ONE. FOR THIS ONE DEFEAT HE SECRETLY WISHES REVENGE AND PRACTICES ON ANY FIGHTER FOOLISH TO CHALLENGE HIM.

WVBA SPECIAL CIRCUIT

NICK BRUISER

STATS

RANKED

CHAMP

FROM

UNKNOWN

AGE

Unknown

WEIGHT

210 lbs.

RECORD

42-0

NICK, THE OLDER OF THE BRUISER TWINS HAS NEVER BEEN KNOWN TO LOSE A FIGHT. WHILE IT IS TRUE THAT HE HAS ONLY FOUGHT RICK THE ONE TIME, IT HAD TO TAKE PLACE. ONLY ONE OF THEM COULD BE THE CHAMPION OF CHAMPIONS. SINCE WINNING THAT FIGHT, HE HAS VOWED NEVER TO LOSE HIS TITLE.

Vimm's Lair

REV-A

★ ★ ★ ★ WARNING ★ ★ ★ ★

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Or your local authorized Nintendo distributor.

REV-E

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(Hardware Only) Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problems with your product. Call the NINTENDO WORLD CLASS SERVICE® Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center or you will be offered express factory service through Nintendo. You also may refer to your yellow pages directory under the heading of *Video Games - Service & Repair* for the nearest authorized service location. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual).

This warranty is valid only in the United States.